

Franklin[®]

MWD-450

Merriam-Webster's[®]
Dictionary

User's Guide / Manual del usuario

BOOKMAN[®] II

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Contents

Congratulations on your purchase of the MWD-450! With this dictionary you can find over 80,000 entries, correct misspellings, save words to My Word List, sharpen your spelling and increase your

vocabulary with learning exercises, and play fun, educational word games. You can also set local and world times using the clocks or store names and numbers using the databank.

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Key Guide

Main Keys

CALC

Toggles between the calculator and Conversions menu.

?*

Goes to the Confusables® list. At the Entry screen, types a ? to stand for a letter in a word. At a menu, displays a menu item. At a dictionary entry, displays the headword. In games, reveals the word and forfeits the game.

CLOCK

Toggles between the Home and World Clock.

DATA

Goes to the Databank menu.

DICT

Goes to the dictionary.

GAMES

Goes to the Games menu.

LEARN

Goes to the Learning Exercises menu.

SETUP

Goes to the Setup menu.

Function Keys

CLEAR

In the dictionary, goes to the Entry screen. In the calculator, clears all entries. In the converter and databank, goes to its main menu.

BACK

Backs up, erases a letter, or turns off the highlight at an entry.

CAP

Shifts to type capital letters and punctuation marks.

ENTER

Enters a word, selects an item, or begins a highlight in an entry.

HELP

Displays a help message.



Turns the unit on or off.



Direction Keys

Moves in the indicated direction.

NEXT

Goes to the next entry.

PREV

Goes to the previous entry.

SPACE

At menus and dictionary entries, pages down. At the Entry screen, types a space.

Key Combinations*

- CAP** + At a dictionary entry, goes to the top or bottom of an entry. At menus, goes to the top or bottom of a list.
- ▼ or ▲
- CAP** + At the Entry screen, types an asterisk to stand for a series of letters in a word. In games, gives a hint or shuffles the letters.
- ?***

**Hold down the first key while pressing the second.*

Calculator Keys

- Q-P** Types numbers.
- A(1/x)** Calculates a reciprocal.
- S(\sqrt{x})** Calculates a square root.
- D(x²)** Squares a number.
- F(%)** Calculates a percentage.
- G(.)** Inserts a decimal point.
- H(+), J(-)** Adds, subtracts, multi-
- K(x), L(\div)** Multiplies or divides numbers.
- Z(+/-)** Changes the number on the screen to a negative or positive number.
- X(M+)** Adds the number on the screen to the number stored in the memory.

- C(M-)** Subtracts the number on the screen from the number stored in the memory.
- V(MR)** Recalls the number stored in the memory.
- B (MC)** Clears the memory.

► About Screen Illustrations

Some screen illustrations in this User's Guide may differ slightly from what you see on screen. This does not mean that your MWD-450 is malfunctioning.

► Help is Always at Hand

You can view a help message at any screen by pressing **HELP**. Use the direction keys to read the message. To exit help, press **BACK**. To read a tutorial describing how to use the product, select **Tutorial** from the Setup menu.

Installing Batteries

Your MWD-450 is powered by two CR2032, 3-volt batteries. Follow these instructions to install or replace them.

Warning!! If the batteries wear out completely, or if you take more than approximately one minute while changing the batteries, any user-entered information will be erased. You should always keep written copies of your important information.

1. Turn the unit over.
2. Lift the battery cover on the back of your MWD-450 by pushing it in the direction of the arrow.
3. Install the batteries positive side facing up.
4. Replace the battery cover.

► Follow the Arrows

The flashing arrows on the right of the screen show which arrow keys you can press to move around menus or view more text.

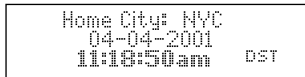
Setting the Clock

The clock lets you set a Home Time and view local times around the world. You must set the Home time before viewing World Times because World Times are based on Home Time.

► Setting Home Time

1. Press **CLOCK**.

You see the Home Time mode.



```
Home City: NYC
04-04-2001
11:18:50am DST
```

2. Press **S** to enter the setting mode.

3. Press **ENTER** to select *Set Time Format*.

Press ▼ or ▲ to cycle through the 12- and 24-hour *Day/Month/Year* formats. Press **ENTER** to save your selection.

4. Press ▼ to highlight *Set DST* and press **ENTER** to select it.

Setting the Clock

Press ▼ or ▲ to cycle between *DST On* or *DST Off*. Press **ENTER** to select your choice.

5. Press ▼ to highlight **Set Home Time** and press **ENTER** to select it.

Press ▼ or ▲ until the current hour is displayed. Press ► to move to minutes, then press ▼ or ▲ until the current minute is displayed.

Press **ENTER** to set the time.

6. Press ▼ to highlight **Set Date** and press **ENTER** to select it.

Use ► or ◀ to move to the next or previous field. Use ▼ or ▲ to scroll to the current day/month/year. Press **ENTER** to set it.

7. Press ▼ to highlight **Set City** and press **ENTER** to select it.

Press ▼ or ▲ until your local city is displayed. Press **ENTER** to select it.

8. Press **CLOCK** to exit setting mode.

► Setting World Time

1. Press **CLOCK** until you see **World City**.

Press **S** to enter Setting Mode.

```
World City: ROM
04-04-2001
2:03:29pm DST
```

2. Press **ENTER** to select **Set DST**.

Press ▼ or ▲ to cycle between *DST On* or *DST Off*. Press **ENTER** to select your choice.

3. Press ▼ to highlight **Set World City** and press **ENTER** to select it.

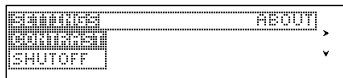
Press ▼ or ▲ until the city you want is displayed. Press **ENTER** to select it.

4. Press **CLOCK** to exit Setting Mode and see the World City time.

Changing the Settings

When using this dictionary, you can adjust the screen contrast, the shutoff time, and the type size. The shutoff time is how long your MWD-450 stays on if you forget to turn it off.

1. Press **SETUP**.
2. Press **▼** or **▲** to highlight **Contrast**, **Shutoff**, or **Type Size** in the Settings menu.



3. Press **ENTER**.
4. Press **▼** or **▲** to highlight a new setting and press **ENTER** to select it.



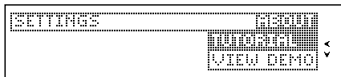
Press **BACK** to leave the setting unchanged.

5. Press **CLEAR** to return to the Entry screen.

Viewing a Demonstration or Tutorial

You can view a tutorial or a demonstration of this dictionary at any time.

1. Press **SETUP**.
2. Press **▶** to select the **About** menu.
3. Press **▼** or **▲** to highlight either **Tutorial** or **View Demo**.

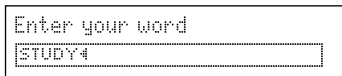


4. Press **ENTER**.
To stop the demonstration or exit from the Tutorial and go to the Entry screen, press **CLEAR**.

Finding Definitions

It's easy to look up a word in this dictionary. Simply type it in at the Entry screen.

1. Press **DICT**.
2. Type a word (for example, study).



To erase a letter, press **BACK**.

To type a capital, hold **CAP** and press a letter key.

To look up a hyphenated word, type a space in place of the hyphen.

3. Press **ENTER** to view the definition.
4. Press **▼** or **SPACE** to scroll down through the definition.
5. Press **NEXT** or **PREV** to view the next or previous definition.
6. Press **CLEAR** to return to the Entry screen.

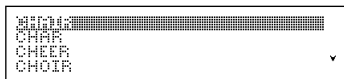
Correcting Misspellings

If you misspell a word, don't worry. It be corrected automatically. You can even spell it phonetically.

1. Type a misspelled word (for example, chear).

To erase a letter, press **BACK**.

2. Press **ENTER**.



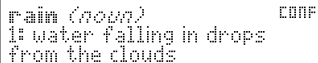
If there is more than one word in the correction list, you see the list. If there is only one correct word, you go to the definition.

3. Press **▼** or **▲** to highlight a correction.
4. Press **ENTER** to view its dictionary entry.
To go back to the correction list, press **BACK**.
5. Press **CLEAR** when finished.

Finding Confusables®

Confusables are homonyms and spelling variants that are easy to confuse. If a word has Confusables, **CONF** will flash in the upper right of the screen.

1. Type a word (for example, *rain*) and press **ENTER**.



```
rain (rown)          CONF
1: water falling in drops
from the clouds
```

2. Press **?***.

Confusables are displayed with identifying words.

3. Press **ENTER** and to highlight the first word.




```
RAIN: PRECIPITATION
REIGN: RULE
REIN: HARNESS
```

4. Press **▼** or **▲** to move the highlight to the word you want.
5. Press **ENTER** to search for a definition.
6. Press **CLEAR** to return to the Entry screen.

Finding a Letter in a Word

If you know how to spell part of a word, you can use MatchMaker™ to find words containing those letters by typing a question mark (?) in place of each unknown letter.

1. Press **DICT**.
2. Type a word with ?'s (for example, *st??y*).
3. Press **ENTER**.



```
STAY
STOY
STOY
```

4. Press **▼** or **▲** to move the highlight to the word you want and press **ENTER** to view its definition.
5. Press **CLEAR** when finished.

► Word Finding Tips

You can also use ?'s to help solve crossword puzzles. For example, you can search for a five-letter word in which its second letter is **h** and its last letter is **w**. Enter *?h??w* to see possible answers.

Finding a Series of Letters

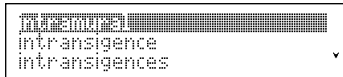
You can also use MatchMaker to find prefixes, suffixes and other parts of words. To do so, type an asterisk (*) in a word. Asterisks stand for a series of letters.

Note: If you type an asterisk at the beginning of a word, it may take a little while to find the matching words.

1. Type a word with an * (for example, *intra**).

To type an asterisk, hold **CAP** and press **?***.

2. Press **ENTER**.



3. Press **▼** or **▲** to move the highlight to the word you want and press **ENTER** to view its definition.
4. Press **CLEAR** when finished.

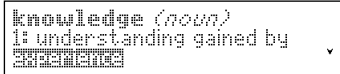
Highlighting Words

Another way to look up words is by highlighting them in dictionary entries or word lists. Then you can find their definitions, Confusables®, or add them to My Word List.

1. At any text, press **ENTER** to start the highlight.

To turn the highlight off, press **BACK**.

2. Press the arrow keys to highlight a word.



3. Do one of the following:

To ...	Press ...
define the word	ENTER
view Confusables	?*
add to My Word List	LEARN

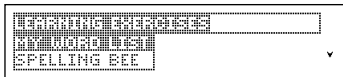
Using My Word List

You can save up to 40 words in My Word List for personal study or review.

Warning: All the words in My Word List will be erased if your batteries run out of power, or your MWD-450 is reset.

► Adding Words

1. Press **LEARN**.
2. Press **ENTER** to select *My Word List*.



If you haven't added words to your word list, *Word List: Empty* appears.

3. Highlight **Add a word** and press **ENTER**.



4. Type a word and then press **ENTER** to add it.

► Viewing My Word List

1. Press **LEARN** and select *My Word List*.
2. Highlight *Word list: x word(s)* and press **ENTER**.

You see the word or words you added.

► Adding Highlighted Words

At any text, you can highlight a word and add it to *My Word List*.

1. At text, press **ENTER** to start the highlight.
2. Use the arrow keys to highlight the word you want.
3. Press **LEARN**.

Add "your word" appears in the menu.



4. Press **ENTER** to add the word.

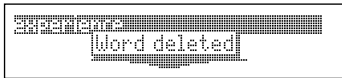
► Deleting One Word from My Word List

1. Press **LEARN** and highlight *My Word List*.
2. Press **▼** or **▲** to highlight *Delete a Word* and press **ENTER**.



3. Press **▼** or **▲** to highlight to the word you want to remove and press **ENTER**.

The message "Word deleted" appears on the screen and the word is removed from My Word List.



► Erasing My Word List

1. Press **LEARN** and select *My Word List*.

2. Press **▼** or **▲** to highlight *Erase the List*.
3. Press **ENTER**.



4. Press **Y** to erase the entire list. You can press **N** to return to the My Word List menu without erasing the list.

► Adding Words Not Found in This Dictionary

When you add a word not in this dictionary, you're given three options: *Cancel*, *Add Anyway*, or *Correction List*. Select an option.

Caution!! Adding words to My Word List not found in this dictionary uses considerably more memory than words that are. If you add only words that are not in the dictionary, My Word List may only hold as few as 10 words.

Using Learning Exercises

You can test your spelling skills and improve your vocabulary with Learning Exercises.

► Spelling Bee

1. Press **LEARN**.
2. Press ▼ or ▲ to highlight **Spelling Bee** and press **ENTER**.



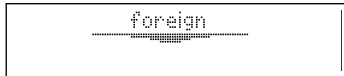
You can use words from *My Word List* or words in the *SAT* Word List*.

Note: Because you cannot type accents, accented words from *My Word List* will not be used in *My Spelling Bee*.

3. **Select the list you want and press ENTER.**

A word will flash on the screen for you to spell.

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4. **Type in the word you just saw and press ENTER to see if you spelled it correctly.**
5. **Press ENTER to see the definition of the word or press SPACE for a new word.**
6. **Press CLEAR when finished.**

► Flashcards

1. **Press LEARN.**
2. **Press ▼ or ▲ to highlight Flashcards and press ENTER.**

You can use words from *My Word List* or words in the *SAT list*.
3. **Select the word list you want and press ENTER.**

A word will be displayed on the screen for you to study or define.
4. **Press CLEAR when finished.**

Storing Names & Phone Numbers

This product has a databank that can save as many as 100 names and phone numbers. The total amount of names and numbers that you can save depends upon the number of characters in each entry.

► To Add an Entry to the Phone List

1. Press **DATA**.
2. Use ▼ to highlight *New Entry* and press **ENTER**.



3. Type a name and then press **ENTER**.

Each name can contain up to 30 characters, including spaces, with letters appearing as capitals.

Note: Accented characters are not supported in the phone list.

To delete a character, press **BACK**. To edit, press ◀.

To Type...	Press...
a space	SPACE
a hyphen	J
a period	'
an apostrophe	CAP and '

4. Use the numbered keys to type a phone number and then press **ENTER**.

To type a hyphen between the parts of a phone number, press **J**.

Note: You cannot type letters in a phone number.

► To View the Phone List

1. Press **DATA**.
2. Press ▼ or ▲, if needed, to see *View List* and then press **ENTER**.
3. To view a name, type it or use ▼ or ▲ to see the name you want.

► To Edit Phone List Entries

1. Press **DATA**.

Storing Names & Phone Numbers

2. Press ▼ or ▲ , if needed, to see *Edit Entry*, then press ENTER.
3. Type the name you want to edit, or use ▼ or ▲ to select it, then press ENTER.

Edit the name field. You can use **BACK** to delete characters. Press **ENTER** to move to the number field. Edit the Number field and press **ENTER** to save all changes. To cancel the edit and return to the Databank menu without saving changes, press **DATA**.

Keep Copies of Important Data

Warning! Your phone list information is safely stored in memory as long as the battery supplies power. However, if the battery loses all power, this information will be permanently lost. Always keep written copies of your important information.

► To Delete an Entry from the Phone List

1. Press **DATA**.
2. Press ▼ or ▲ to highlight *Delete Entry* and then press ENTER.
3. Press ▼ or ▲ to highlight the entry you want to delete.
4. Press ENTER.
5. Press **Y** to delete the entry or **N** to cancel the deletion.

► To Erase All the Phone List Entries

Warning! This procedure permanently erases all the names and numbers in your phone list.

1. Press **DATA**.
2. Press ▼ or ▲ to highlight *Erase all data* and then press ENTER.
3. Press **Y** to erase all the entries or **N** to cancel the operation.

Using a Password

You can use a password to keep the information in the Phone List private. The password is requested when the unit is turned on and the Phone List is accessed.

Password Warnings

Warning! After you set the password, you must enter the password to access the phone list for the first time during a session. Always record your password and keep it in a separate place.

If you forget the password, you must reset the unit to access the phone list.

Warning! Resetting the unit erases all user-entered information. Always keep written copies of your data.

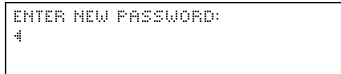
If you do not have a reset button located on the back of your unit, remove the batteries, wait at least two minutes, and then re-install them. For battery instructions, see *Installing the Battery* on page 5.

If you have a reset button, use the end of a straightened paper clip to gently press the reset button.

If the unit does not reset after pressing the reset button, follow the above instructions for removing the batteries.

► Password Setup

1. Press **DATA**.
2. Press **▼** or **▲** to see *Set Password* and press **ENTER**.



3. Type a password and then press **ENTER**.

Your password can have up to 8 characters.

You are prompted to retype your password, and press **ENTER** to confirm.

4. To test the password, press **ON/OFF** twice, press **DATA**, type the password, and press **ENTER**.
5. To disable the password, repeat Steps 1 and 2 above, and press **ENTER** when *Enter Password* displays.

Playing the Games

► Selecting a Game

1. Press **GAMES**.
2. Use the arrow keys to move the highlight to the game you want.
3. Press **ENTER** to select it.

► Changing Game Settings

You can choose the skill level for a game.

1. Press **GAMES**.
2. Press **CAP** and then ▼ to highlight **Game Settings** and press **ENTER**.
3. Press ▼ or ▲ to highlight a new setting.
4. Press **ENTER** when finished to save the new settings. Press **BACK** to return to the Games list.

► Getting Help in the Games

During any game you can read instruc-

tions by pressing **HELP**.

In any game, except Tic Tac Toe, you can get a hint by holding **CAP** and pressing **?*** or reveal the game word or words by pressing **?***.

Note: If you reveal the word or words, you lose the round.

Hangman

Dictionary Hangman uses all the words in the dictionary for the game. *SAT Hangman* uses only the words in the *SAT Word List* and *User List Hangman* uses the words you entered in *My Word List*. The rules for all three games are the same.

Hangman selects a mystery word and challenges you to guess it letter by letter. The letters of the mystery word are hidden by question marks. The number of guesses remaining is indicated by #’s.

Type letters that you think are in the mystery word. If you are correct, the letter appears in place of the corresponding question mark or marks.

Playing the Games

Jumble

As in Hangman, the three Jumble games draw from the three different lists. The rules for all three games are the same.

Jumble tests your ability to unscramble letters and form words. Jumble shows a series of letters. Type words made from these letters and then press **ENTER**. Hold **CAP** and press **?*** to shuffle the letters in the root word. To see the definition of a particular word, use ▼ or ▲ to move the highlight to the word you want and press **DICT**. Press **BACK** to return to Jumble.

Anagrams

Anagrams challenges you to find all of the words that can occur within a selected word. Each letter can only be used as many times as it appears in the selected word. Each anagram must be a specified minimum length. This will flash on the screen before each game. The number of possible anagrams is shown on the right side of the screen.

Type an anagram and then press **ENTER**. Use the arrow keys to view anagrams you've already entered. Hold **CAP** and press **?*** to shuffle the letters in the selected word. Press **?*** to end a round and reveal the word. Press **DICT** to see the definition of the word. Press **BACK** to return to Anagrams.

Tic-Tac-Toe

In Tic-Tac-Toe, your challenge is to get three X's in a row before your opponent can get three O's in a row.

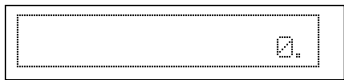
You can choose to play 1 Player Tic-Tac-Toe in which you play against the MWD-450 or 2 Player Tic-Tac-Toe in which you play against a friend.

Use the arrow keys to move your **X** to the spot that you want and then press **ENTER**. Then your opponent, either the computer or a friend, will place an **O**. The game ends when one side places three in a row or if there is a tie.

Using the Calculator

► Making Calculations

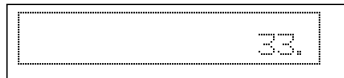
1. Press **CALC**.



2. Type a number. For example, type **23**.

You can type up to 10 digits.

3. Press **H(+)**, **J(-)**, **K(X)**, **L(÷)** to add, subtract, multiply, or divide. For example, press **H(+)**.
4. Type another number. For example, type **10**.
5. Press **ENTER**.



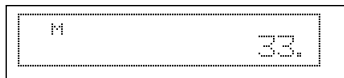
To repeat the calculation, press **ENTER** again.

6. Press **CLEAR** to clear the current calculations.

► Using the Calculator Memory

1. In the Calculator, make a calculation or type a number.
2. To add the number on the screen to the number stored in memory, press **X (M+)**. To subtract the number on the screen from the number stored in memory, press **C (M-)**.

M indicates the number is stored in memory.



3. To retrieve the number from memory, press **V(MR)**.
4. To clear the memory, press **B (MC)**.

Using the Converter

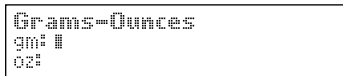
The converter allows you to easily convert measurements and currency.

► Making Metric Conversions

1. Press **CALC** until you see the **Conversions** menu.



2. Press ▼ to select a conversion category and press **ENTER**.



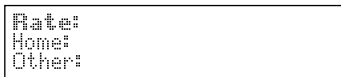
3. Type a number after one of the units.

Press ▼ or ▲ to move between the lines. Press **BACK** to delete a number.

4. Press **ENTER** to convert it.
5. Press **CLEAR** when finished.

► Making Currency Conversions

1. Press **CALC** until you see the **Conversions** menu.
2. Press **CAP** and then ▼ to highlight *Currency Converter* and then press **ENTER**.



3. Enter a conversion rate and press **ENTER**.

The rate should be in units of the other currency per one unit of the home currency (n other/1 home).

4. Enter an amount for the home or other currency.

Press ▼ or ▲ to move between the lines. Press **BACK** to erase a number.

5. Press **ENTER** to convert it.

Resetting Your MWD-450

If the keyboard fails to respond, or if the screen performs erratically, perform a system reset by following the steps below.

1. Hold CLEAR and press ON/OFF.

If nothing happens, try Step 2.

2. Use a paper clip to gently press the reset button located on the back of the unit.

Warning! Pressing the reset button with more than light pressure may permanently disable your MWD-450. In addition, resetting the MWD-450 erases settings and user-entered information.

This unit may change operating modes due to Electrostatic Discharge. Normal operation of this unit can be reestablished by pressing the reset key, **ON/OFF**, or by removing/replacing batteries.

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Model: MWD-450

Merriam Webster © Dictionary

- Batteries: two CR-2032 lithium
- Size: 12.66 x 7.8x 1.65 cm.
- ISBN 1-56712-686-3

Contacts

Please have your product number (MWD-450) and date of purchase handy when you call to register. For customer service and technical support call 609-386-8997 or visit us at www.franklin.com

Cleaning, Storage, Problems

To clean, spray a mild glass cleaner onto a cloth and wipe its surface. Do not spray liquids directly on this product. Do not use or store this product in extreme or prolonged heat, cold, humidity, or other adverse conditions. If you have a problem with this product, refer to the warranty.

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U.S. Patents 4,490,811; 4,830,618; 4,891,775;
5,113,340; 5,203,705; 5,218,536; 5,229,936;
4,982,181; 5,295,070; 5,333,313; 5,153,831;
5,249,965; 5,321,609; 5,396,606; 5,895,463

Euro. Pat. 0 136 379

PATENTS PENDING.

FCC Notice

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Note: This unit was tested with shielded cables on the peripheral devices. Shielded cables must be used with the unit to insure compliance.

Note: The manufacturer is not responsible for any radio or TV interference caused by unauthorized modifications to this equipment. Such modifications could void the user's authority to operate the equipment.

Limited Warranty (outside U.S.)

This product, excluding batteries is guaranteed by Franklin for a period of one year from the date of purchase. It will be repaired or replaced with an equivalent product (at Franklin's option) free of charge for any defect due to faulty workmanship or materials.

Products purchased outside the United States that are returned under warranty should be returned to the original vendor with proof of purchase and description of fault. Charges will be made for all repairs unless valid proof of purchase is provided.

This warranty explicitly excludes defects due to misuse, accidental damage, or wear and tear. This guarantee does not affect the consumer's statutory rights.

Limited Warranty (U.S. only)

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(C) WARRANTY SERVICE: UPON DISCOVERING A DEFECT, YOU MUST CALL FRANKLIN'S CUSTOMER SERVICE DESK, 1-800-266-5626, TO REQUEST A RETURN MERCHANDISE AUTHORIZATION ("RMA") NUMBER, BEFORE RETURNING THE PRODUCT (TRANSPORTATION CHARGES PREPAID) TO:

FRANKLIN ELECTRONIC PUBLISHERS, INC.
ATTN: SERVICE DEPARTMENT
ONE FRANKLIN PLAZA
BURLINGTON, NJ 08016-4907

IF YOU RETURN A FRANKLIN PRODUCT, PLEASE INCLUDE A NOTE WITH THE RMA, YOUR NAME, ADDRESS, TELEPHONE NUMBER, A BRIEF DESCRIPTION OF THE DEFECT AND A COPY OF YOUR SALES RECEIPT AS PROOF OF YOUR ORIGINAL DATE OF PURCHASE. YOU MUST ALSO WRITE THE RMA PROMINENTLY ON THE PACKAGE IF YOU RETURN THE PRODUCT, OTHERWISE THERE MAY BE A LENGTHY DELAY IN THE PROCESSING OF YOUR RETURN. WE STRONGLY RECOMMEND USING A TRACKABLE FORM OF DELIVERY TO FRANKLIN FOR YOUR RETURN.

Warning! Gently pull the battery insulation sheet to remove it. Use a thin pointed object to press the reset button on the back of the device.

¡Advertencia! Tire cuidadosamente de las hojas de aislamiento de la pila a fin de retirarla. Use un objeto delgado y puntiagudo para oprimir el botón de restauración en la parte posterior del aparato.

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